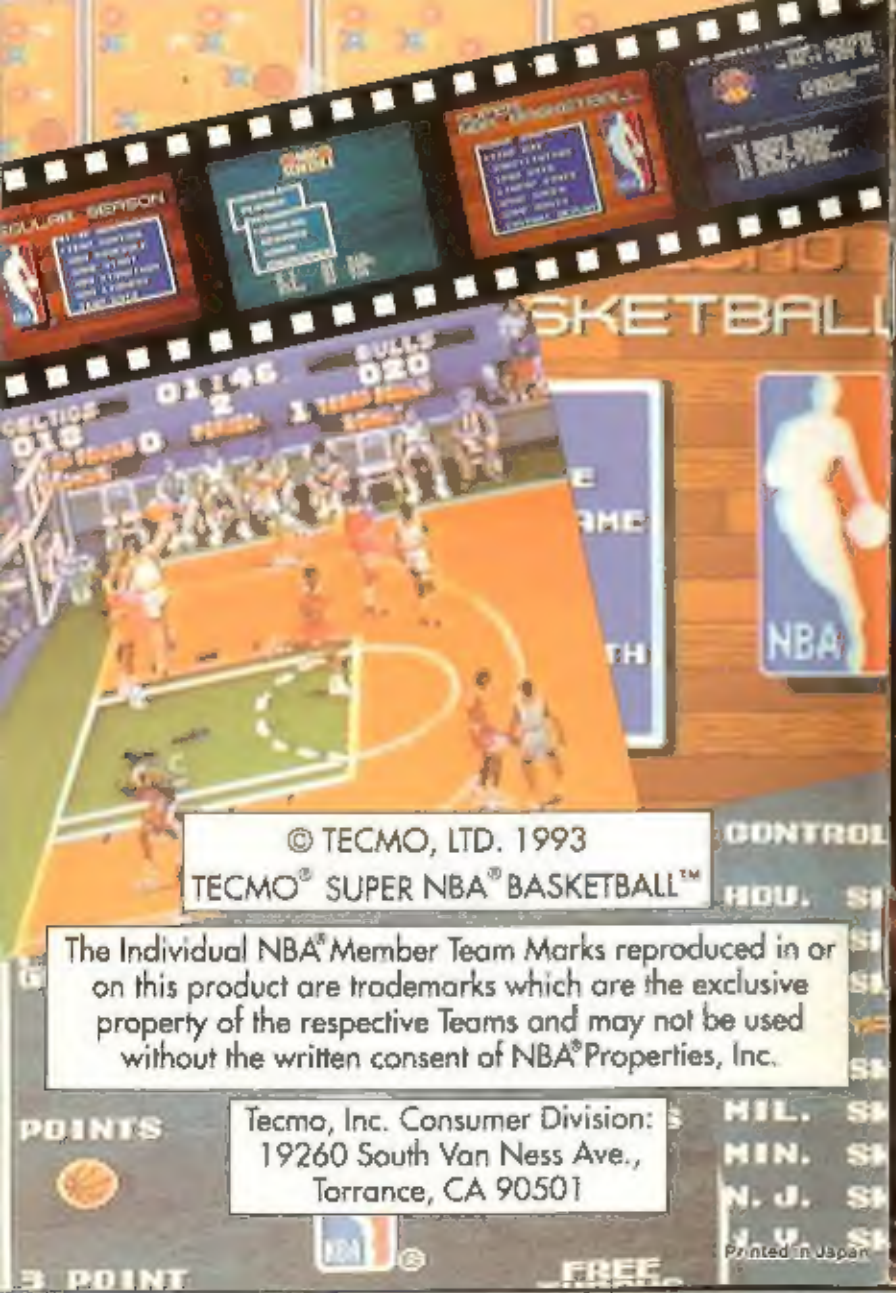

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Tecmo, Inc. Consumer Division:
19260 South Van Ness Ave.,
Torrance, CA 90501

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TECMO SUPER NBA BASKETBALL™

INSTRUCTION BOOKLET

OFFICIAL LICENSED NBA PRODUCT®

TECMO SUPER NINTENDO

Thank you for choosing the fun-filled TECMO Super NBA BASKETBALL game pak by TECMO,LTD.

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Table of Contents

	Page
1. Tecmo Super NBA Basketball	4
*Convenient Power-off Memory Function	4
2. Operation of the controls	5
*Making menu and data choices	5
*Window controls	5
3. Tecmo Super NBA Basketball — Three Game Modes	6
#1 Preseason Game	6
#2 Regular Season Game	7
#3 All Star Game	8
*Team Data	8
*Team Data Screen	9
*All Star Game	13
*Team Control	14
*Regular Season Game	15
*Reset Schedule Command	19
*Type of Schedule	20
4. Game Start	22
*List of Control Techniques	23
*Tip-off	24
*Controlling the Offense	24
*Controlling the Defense	28
*Game Composition	28
5. Getting to the NBA Finals	29
Technique Section	29
Strategy Section	30
Team Introductions	31

1. TECMO SUPER NBA BASKETBALL

Tecmo Super NBA Basketball is a basketball game that simulates the games of the National Basketball Association. Players can enjoy the entire NBA season, starting from the preseason games and continuing to the NBA Finals. All 27 official NBA teams are included in this game. Each team is made up of the actual 12 players of each NBA team. Each player is based upon data which was taken from the 1991-1992 NBA Basketball season. We hope that you enjoy the fast paced action and excitement of this basketball game to your heart's content.

THE PLAYERS AND STATISTICS IN TECMO SUPER NBA BASKETBALL HAVE BEEN PICKED FROM ACTUAL NBA ROSTERS. UNFORTUNATELY, DUE TO PROGRAMMING AND OTHER LIMITATIONS, WE COULD NOT INCLUDE ALL PLAYERS FROM ALL TEAMS. WE HAVE ENDEAVORED, HOWEVER, TO CREATE THE MOST AUTHENTIC BASKETBALL GAME POSSIBLE. IF PER CHANCE WE HAVE MISSED ONE OF YOUR FAVORITE PLAYERS, PLEASE ACCEPT OUR APOLOGY.

• Convenient Power-off Memory Function

This game pak is equipped with a back-up battery to save the results of games which have been played during the ***regular season***.

To protect the data which is saved by the battery, never turn the power switch on and off rapidly.

Doing this may cause data or scores that has been saved by the back-up battery to be changed or lost.

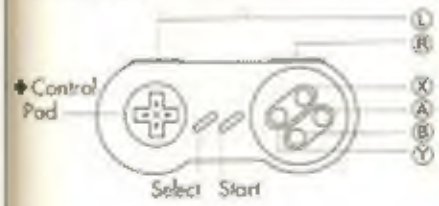
(To reset the Memory—see page 19)

2. Operation of the Controls

Pressing any button during the demo screens will cause the title screen to appear. Press the ***start*** button for the Main Menu screen. Move the ✚ Control Pad up and down to make your choice among the main menu options: 1) Preseason Game, 2) Season Game, 3) All Star Game, 4) Team Data, 5) Game Speed, 6) Period Length, and 7) Game Music. For details concerning the menus, refer to the corresponding sections which follow.

Making menu and data choices

Controller



Main Menu Screen ↓

Menu Controls

✚ Control Pad	Used to move the ▶ mark when choosing items.
Ⓐ Button	Used to make your choices.
Ⓑ Button	Used to cancel your choices.

Window Controls

Choosing items	✚ Control Pad
Entering a choice	Ⓐ Button
Canceling a selection or returning to the previous screen	Ⓑ Button
Looking at the player's data	***Start*** Button
Calling a Play (during a game)	***Start*** Button

3. Tecmo Super NBA Basketball 3 Game Modes

#1—Preseason Game

To play a preseason game, begin by choosing ***Preseason Game***, then choose the Division and Team from among the 27 NBA teams. (Data from preseason games is not saved by the backup memory)

Team Control Window ↓

If you choose ***Preseason*** from the menu, the Team Control Window will appear.

- Use this window to determine the play mode for your game (see Team Control for more Details-- Page 14).

Division Screen ↓

- Once you have selected your game mode, the Division screen will appear.
- Use this window to pick the division of the team.

You may cancel your choice by pressing the Ⓑ button.

- Once you have selected the division, a team select screen will appear.

Team Select Screen ↓

- Use this window to pick a team within the division.
- Repeat this process to choose the opposing team.
- The game will begin after both teams have been selected.

#2—Regular Season Game

Each team will play the games listed in the schedule. You can choose to play a ***Regular***, ***Reduced***, ***Short***, or ***Programmed*** Season when you reset the Season Schedule. The teams with the best season records will compete in the playoffs to decide which two teams will play in the NBA Finals. The NBA Finals decides which team is the Season Champion. Records for each team and player is kept in the memory of the cartridge throughout the entire season.

Regular Season Window ↓

Choose ***Season Game*** from the Main Menu. The ***Regular Season*** window will appear.

Check the ***Schedule*** and set the ***Team Control*** before using ***Game Start*** to begin your season. (See the Regular Season Game section for details - page15)

#3 — All Star Game

The All Star game is the match-up between the best players of the ***East*** and ***West*** Conferences. The starting line-ups of the all-star teams can be changed by using ***Team Data***.

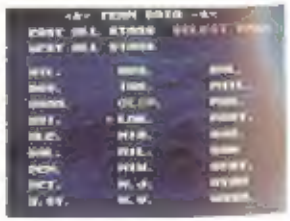
Team Control Window ↓

Choose ***All Star Game*** from the Main Menu and the Team Control Window will appear. After setting the game mode, choose either Eastern or Western Conference to begin the game.

Team Data

A Team List Screen ↓

When you want to look up a team or players data, or to change the line-up, choose the team from the list and press the Ⓐ button. Data for the team you have chosen will appear on the screen.



Team Data Screen

① Select ***Players Data*** to look at statistics and abilities for an individual player.

Use the ✚ Control Pad to select ***Player Data*** and press the Ⓐ button. The ▶ mark will be displayed in the roster column. Use the ✚ Control Pad to select a player then press the Ⓐ button to see the players abilities, condition and statistics data.

*Looking at the Players Data

a) A player can have five different Conditions.

Excellent: Best physical condition.
Good: Still in good shape, but slowing down.
Average: Average condition, needs to rest on the bench.
Poor: Poor condition, getting very tired and slow.
Bad: Bad condition, too tired to play or shoot well.
Injured: Out with an injury.

b) Record

FG%: Field Goal Percentage.
FT%: Free Throw Percentage.
3PT%: Three Point Percentage.
STL: Steals
BLK: Blocks
REB: Rebounds
PTS: Points Scored.

c) Ability

This area displays the abilities of the various players.

Ability indicators for all players.

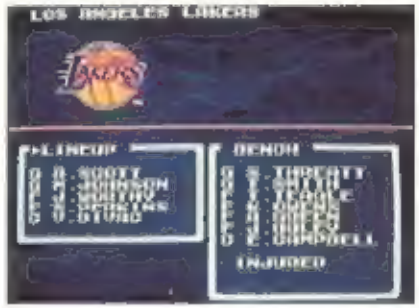
Running Speed: How fast a player can run.
Jumping: The height a player can jump.
Stealing: How well a player can steal.
Blocking: The player's ability to block shots.
Shooting Range: How well a player can shoot baskets.
Stamina: How long a player can play before tiring.

② Line-up

Use the ✚ Control Pad to select ***Line-up*** then press the Ⓐ button to make changes or to check the starting line-up.

Line Up ↓

Use the ✚ Control Pad and Ⓐ button to move the players from the ***bench*** to the ***Lineup*** column and vice versa. See the section on making substitutions for more details (page 27)



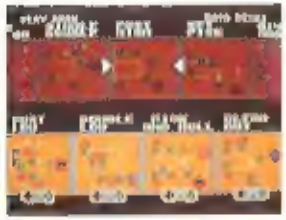
* Reset
Move the ► mark to ***Lineup***, press the Ⓐ button and the ***Starter*** window will appear. Choose ***Yes*** to return to the original starting line-up.

*You can check a player's data by choosing the player's name then press the ***Start*** button.

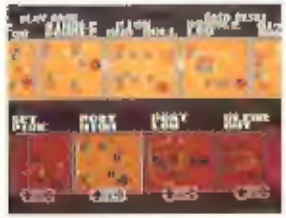
③ Offensive Play Book

Use the ✚ Control Pad to select ***Playbook***, then press the Ⓐ button. You can look at, or make substitutions to the four plays in the Playbook. During the game, you are able to call one of the four plays from your Play Book. This command lets you choose which plays are loaded into the offensive play book.

Changes are made to the position of the play book which is flashing. Use the ✚ Control Pad to choose the play pattern you do not want to keep then press the Ⓐ button.



Substitute plays will appear in the play display area when changing from one play to another. Move the ✚ Control Pad to the right or left to choose the play pattern that you want to use in that position of the Play Book.



Position the play pattern you want at the center of the screen. Then press the Ⓐ button to place the play in your Play Book.

*Choose ***Data Reset*** to return to the original play settings.

All Star Game

When you choose an All-Star Team from the Team List screen and then press the Ⓐ button, the All-star Team data screen will appear. This screen operates the same as the ***Team Data*** screen described on page 8.

All Star Players

*Even injured players can play in the All Star games.

Choose a substitute	Move the ✚ Control Pad up or down to choose a player, then press the Ⓐ button to set your selection.

Team Control

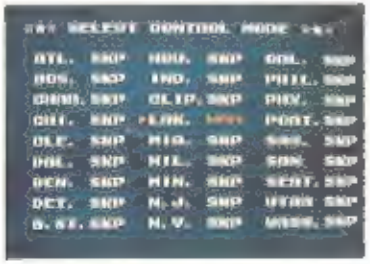
* Use the following modes to control your teams.

① MAN: Used to control an individual team (Manual Player).

② COA: Used to enjoy the experience of being the head coach. Use this mode to select the plays, call time outs, and for making substitutions to the line-up. During the game the players will automatically move according to the coach's instructions. (Coach Player).

③ COM: Used to leave all the controls to the computer (Computer player).

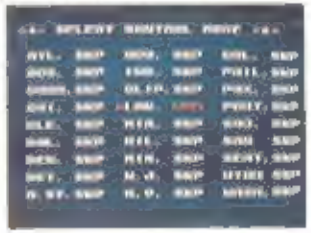
④ SKP: Used to skip past computer controlled games.



* In a regular season game, move the " ▶ " mark to your team's name and press the Ⓐ button to change your team's control mode.

Pressing the Ⓐ button will switch the control from SKP, COM, MAN, to COA. Press the Ⓑ button when you have completed your settings.

MAN vs COM/SKP	One player game. Controller 1 PLAYER against the COMPUTER.
MAN vs MAN	Two player game. Controller 1 PLAYER against Controller 2 PLAYER.
MAN vs COA	Two player game. Controller 1 PLAYER against Controller 2 COACH.
COA vs COM/SKP	One player game. Controller 1 COACH against COMPUTER.
COA vs COA	Two player game. Controller 1 COACH against Controller 2 COACH.
COM vs COM/SKP	COMPUTER against COMPUTER. Computer plays both teams!
SKP vs SKP	COMPUTER against COMPUTER. ***Game is skipped.*** Computer plays both teams!



Regular Season Game

① TEAM CONTROL
② NBA SCHEDULE
③ GAME START
④ NBA STANDINGS
⑤ NBA LEADERS
⑥ TEAM DATA

① Team Control: Use this option to choose the "play mode" for games between the various teams (SKP-COM-MAN-COA) (see the Team Control page for details-- Page 14).

② NBA Schedule: Use this mode to see the schedule of games. You can see a few games before and a few games after the "next game" to be played in the season. Three ***Stars*** indicate the next game to be played.

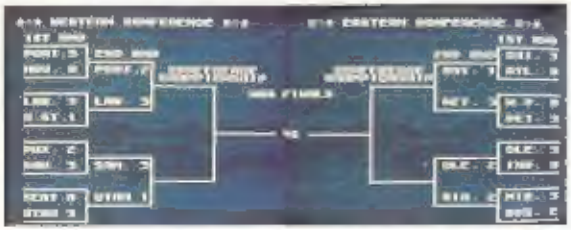
Note: Games are listed in different colors (For more details see page 21).

* You can also use this mode to check the play-off schedule. Press the Ⓐ button during the schedule screen to get the schedule window. (Use the Ⓑ button to return to the schedule screen). Use the ✚ Control Pad to choose ***Play-Off***, press the Ⓐ button, and the ***Play Off Schedule*** screen will be displayed.

↓ Schedule Window

Move the ✚ Control Pad to the right or left to see the entire play-off schedule.
(See page 19 for details concerning the reset command.)

↓ Play-off Schedule



◄ Slide to the Right or Left ►

③ Game Start: Select this option, and press the Ⓐ button to start the next game in the regular season schedule. The final results of the season games are recorded in the cartridge memory.

Note: Data from Preseason and All-Star games is not saved in the cartridge memory.

④ NBA Standings: The win/loss record for each team is displayed according to the teams conference.

Won - Number of games won.
Lost - Number of games lost.
PCT - Winning percentage.
GB - Number of Games behind.

⑤ NBA Leaders: Use this mode to see the rankings of the top ten players in each category. Choose the category and press the Ⓐ button to review this data.

Viewing items: Use the ✚ Control Pad to select which item to view. Press the Ⓐ button to view your selection.

To see the teams ranked below 7th place.	Press the ✚ Control Pad Downward
To return to the higher rankings	Press the ✚ Control Pad upward

Looking at the NBA LEADERS categories:

*Field Goal Percentages
- FGA: Field Goal Attempts
- FGM: Field Goals Made
- PCT: Field Goal Percentages

*Points
- FGM: Field Goals Made
- FTM: Free Throws Made
- G: Games Played
- PTS: Points Scored
- AVG: Average Points Per Game

*3 Point Field Goal Percentage
- FGA: 3 Point Field Goal Attempts
- FGM: 3 Point Field Goals Made
- PCT: 3 Point Field Goal Percentage

*Blocked Shots
- G: Games Played
- BLK: Total number of Blocked Shots
- AVG: Blocked Shots Average

*Rebounds
- G: Games Played
- REB: Total number of Rebounds
- AVG: Average Rebounds Per Game

*Steals
- G: Games Played
- STL: Total number of Steals
- AVG: Average Steals Per Game

*Free Throw percentages
- FTA: Free Throw Attempts
- FTM: Free Throws Made
- PCT: Free Throw Percentage

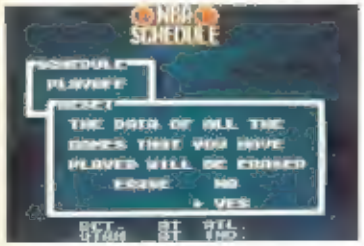
⑥ Team Data
Use this option to see Team Data and Player Data. (See the Team Data page for more details--page 8).

Reset Schedule Command

To Reset the regular season schedule, Press the Ⓐ button during the display of the ***NBA Schedule***. A window will appear which contains ***Reset***. Use the ✚ Control Pad to select ***Reset*** and press the Ⓐ button. If you do not want to reset the memory in your cartridge, press the Ⓑ button. Another box will appear. If you select ***Yes*** and press the Ⓐ button, all of the information that was saved in the game pak memory will be erased.

↓ **Reset Window**

↓ **Question Window**

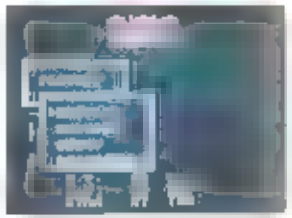


When you have played all of the ***regular season*** games, selecting ***schedule*** will display the playoff schedule instead of the regular schedule. To get the option window, press the Ⓑ button when the playoff screen is displayed.

Type of Schedule

After you have reset your schedule the ***Season*** window will appear

↓ Type of Schedule



Use the ✚ Control Pad to select the type of schedule you wish to use and press the Ⓐ button.

The ***Regular***, ***Reduced*** ***Short***, and ***Programmed*** season setting determines the number of games that are played in the regular season and in the playoffs

Games played for each type of schedule	Regular Season	1st Round (Best of)	2nd Round (Best of)	Conference Finals (Best of)	NBA Finals (Best of)
REGULAR Schedule and PROGRAMMED	82	5	7	7	7
REDUCED Schedule	41	3	3	3	5
SHORT Schedule	26	1	1	1	3

* Whenever the cartridge memory is reset, other items saved in the game pak memory are reset including the Team Control settings which are reset to SKP. Be sure to set your favorite team to MAN or COA before you select ***Start Game***

Programmed Season

The ***Programmed*** season allows you to input a win/loss record for one or more teams. When you select Programmed from the season window an ***NBA STANDINGS*** display appears. Use the ✚ Control Pad and move the ▶ cursor to the column of win or loss that you wish to enter

Use the Ⓐ button to increase the number
Use the Ⓑ button to decrease the number

You may enter any win/loss record for any team, however the total of wins and losses can not exceed 82 games per team. If an attempt is made to input more than 82 games for one team, the win/loss columns are automatically adjusted to prevent it

After entering the desired win/loss records, press the ***Start*** Button to return to the ***NBA Schedule*** display.

* Colors of games listed in the Schedule.

In the ***NBA Schedule*** a game may be listed using "three" different colors

WHITE: Games which are actually played. All games which are set to a COM, MAN or COA settings appear in white

PINK: Games which will be skipped (automatically played by the computer)

GRAY Games which have already been played, or games which are not scheduled to be played are displayed in grey

Note: If the ***Reduced*** or ***Short*** season is selected, games from the Regular Season which are not played appear in grey

Note: If the ***Programmed*** season is selected, any game which are eliminated, due to the settings of the win/loss records, appears in grey

4. GAME START

It's time to start the action!

When you select ***Game Start***, the next game appearing in the schedule will begin. The ***next game*** in the schedule is indicated by three ***stars*** next to the game.

Control Mode Settings

SKP-vs-SKP
The computer will play the entire game, and only the final results of the game is displayed.

COM-vs-COM, COM-vs-SKP & SKP-vs-COM
The computer will play the entire game on the screen.

MAN-vs-COM & MAN-SKP
This is a one player ***manually controlled*** game against the computer.

COA-vs-COM & COA-vs-SKP
This is a one player ***coach mode*** game against the computer.

MAN-vs-COA, COA-vs-MAN
This is a two player game. One of the teams is ***manually controlled*** and the other is a ***coach mode*** player.

MAN-vs-MAN
This is a two player game (each manually controlled).

After you have checked the schedule, and set your Team Control, you are ready to begin a game.

Note: After you have selected ***Game Start***, and before the game actually begins, you can return to ***Regular Season*** menu by pressing the Ⓑ button.

Controller

List of Control Techniques

Offense

Select the pass receiver	Use the ✦ Control Pad to select the player you want to indicate as the pass receiver.
Passing the ball	Press the Ⓐ button to pass the ball to the player identified by the pass indicator.
Making a bucket	Press the Ⓑ button at the top of the jump to take the shot.

Defense

Blocks (stopping a shot)	Press the Ⓑ button to [illegible] the Ⓑ button at the top of the jump to attempt a block.
Steals (standing or running)	Press the Ⓨ button (release is not used).
Control a different player	Use the ✦ Control Pad to select the player you want to indicate as the pass receiver. Press the Ⓐ button to pass control to the player identified by the ***pass indicator***.
Change control of the best computer choice player	Press the Ⓧ button.
Intent or a foul	Press either Ⓛ or Ⓡ button when you are closer to the ball carrier.

Pause Menu

When you want to call a time-out, make a substitution, or view players data, change the game speed or game music, or use the instant replay	***Select*** Button
Entering a choice	Ⓐ button
Cancelling a choice	Ⓑ button

Play Selection

Ca ng a Play	✚ Contro' Pad and ***Start*** button at the same t me

Tip Off & Half Time

T p off	Ⓑ button to jump for the tip off
Sk p Half Time,	Ⓐ button

List of Main Window Controls

Choosing items,	✚ Control Pad
Entering your choices	Ⓐ button
Cancel selection and return to the previous screen	Ⓑ button
Look at player data	***Start*** Button
Choosing a control mode	Ⓐ button to change, Ⓑ button to exit screen

The Tip-Off

To jump for a Tip-off press the Ⓑ button The he ght of the p ayers and the t m ng to the bal wi l determine which team gets the tip.

Controlling the Offense

* Ball Carrier:

When us ng Controller 1, the bal carrier is identified by a numera "1" indicator

When us ng Controller 2 the bal carrier s identified by a numera "2" ind cator

The ***Jersey Number*** and ***Name*** of the p ayer you are controlling appears near the bottom of the screen

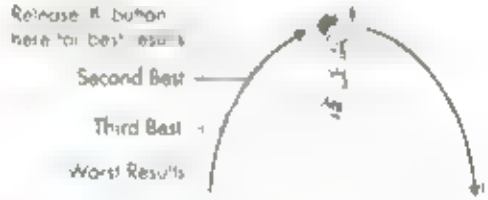
* Ball Receiver

A ***Pass Indicator*** identifies the player that will receive the ball when you press the Ⓐ button

As you manipulate the ✚ Contro Pad the ***Pass Indicator*** w move to the player which is the closest in that direction

The ***Jersey Number*** of the pass receiver also appears near the bottom of the screen when you press and hold the A button wh e pass ng the ball

***Tip for making good shots and blocks.**



— Ball Carrier's Jersey Number and Name

Player "1" Indicator

1

Player "2" Indicator

2

Pass Indicator

F = Forward

G = Guard

C = Center

Calling a Play

When you control the ball, you may call an Offensive P ay by pressing the ***Start*** button The position of the ✚ Control Pad at the time the Se ect button is pressed, w determine which Offens ve Play is cal ed You may change the offensive play selection at any time The offens ve play remains .n effect until either the play has been concluded, or you have departed from the play sequence

Pause Window

You can press the "Select" button to bring up the Pause Window

1 **Time Out** Select this option to call a Time Out and stop the game clock. You can take 7 Full Time-Outs and also 2 "20 second" Time-Outs during each game.

2 **Substitutions** Select this option to make a player substitution. (For more details, see page 27)

3 **Team Data** Select this option to view Team Data, Player Data, Playbook, and the Starting Line-Up.

4 **Lineup Stats** Use this option to quickly check the condition and statistics of the 5 players presently in your lineup.

5 **Game Speed** Select this option to change the speed of the game.

6 **Game Music** Select this option to turn the game music on or off during the game.

7 **Instant Replay** Select this option to start an instant replay. The Instant Replay option will replay portions of the game which occurred just prior to starting the Instant Replay.

• Making Substitutions

An "X" mark appears beside the name of players who are on the bench due to fouling out. Fouled out players can not be placed in the line-up.

• To substitute a player

Using the ✚ Control Pad, move the ▶ indicator to the name of the player you wish to remove from your line up and press the A button. The ▶ indicator will move to the players which are on the bench. Move the ▶ indicator to the player that you want to put in the Line up and press the A button to make the substitution.

• When a player has to leave the game due to an injury.

Once a player has been injured, the game can not continue until a substitution is made for the injured player.

...jured, he won't be able to play in the game.

Controlling the Defense.

* **Controlled Player.**
When using Controller 1, the defensive player you are controlling is indicated by the numeral "1" indicator

When using Controller 2, the defensive player you are controlling is indicated by the numeral "2" indicator

The ***Jersey Number*** and ***Name*** of the player you are controlling appears near the bottom of the screen

* **Changing the controlled player.**
The ***Pass Indicator*** identifies the player that will be controlled if the Ⓐ button is pressed.

As you manipulate the ✚ Control Pad the ***Pass Indicator*** will move to the player which is the closest to you in that direction.

Game Composition

Each game is made up of four playing periods. There is a half time wrap up between the second and third periods. You can skip the half time wrap up by pressing the Ⓐ button

5. GETTING TO THE NBA FINALS

The road to the NBA Finals is long and demanding. You can not reach the NBA Finals without learning outstanding play techniques and strategies. Keep polishing your skills and use your best play strategy to achieve the victories you need to reach the NBA Finals.

TECHNIQUE SECTION

Offensive Play

Use your knowledge of the NBA to improve your playing skills. When shooting for a basket favor the players with the best shooting abilities and in good physical condition. Your ability to manipulate the controls has more effect with better players. It is easier to make critical shots when your player is open and without coverage. Learn the offensive plays and use them to gain an advantage over your opponent. Learn to get the ball to your basket before your opponent can set up a defense (fastbreak). The closer you are to your basket the better your chances of making the basket. Be careful which defensive players you go up against. Watch your players conditions and make substitutions to keep your line up in top condition. Learn to call your time-outs when they will do the most good.

Defensive Play

Learn to call a defense to shut down your opponents playing style. Use your knowledge of the NBA and set the game up to stack the odds in your favor. Learn to anticipate your opponents moves. Be a good coach, remember that a player in poor condition is worse on defense than on offense. Maneuver yourself into the best position for shutting down the play. When you choose to double team you opponent keep track of the player that is left open and be ready to change control to one of your team mates to defend against that player if the ball is passed. Try to place yourself between your opponent and the basket to stop the drive toward the basket. Change control to the defender that is in the best position. Convert quickly from offense to defense, don't waste valuable time after making or missing a basket, make a quick conversion to defense and get set up to stop your opponents' advances.

STRATEGY SECTION

Make the most of your team s ta ents There are many d fferent types of teams teams that shoot we teams that contro the ba l we teams with strong offensive ab l ties, teams w th strong defenses etc D scover the strengths of your team and make your p ay cho ces based on those stre ngths Study your opponent to discover the strengths and weaknesses Dur ng the game concentrate on shutting down your opponent's favor te plays and upsetting h s game p an.

TECMO SPORTS NEWS

At Ha f T me the Tecmo Sports News screen will show a d splay of the stat st cs from the first half of the game This is fo owed by a Half Time Show

At the end of each game the NBA Sports Wrap Up Screen wil appear fol owed by the Tecmo Sports News which shows a d sp ay of the statist cs for the completed game The L neup Stats screen w l then appear for each team Press the Ⓐ button to exit each screen.

TEAM INTRODUCTIONS

ATLANTA HAWKS — Central Division - East

The Hawks made some changes n the 1991 92 season and had to adjust due to new players ond injur es But Dom nique W kins cont nued to be one of the league s top scorers and Keven W l s developed into one of the league s top rebounders ranking second in the NBA last season The addit on of defensive spec alist Stacey Augmon and the gradua emergence of po nt guard Rumeal Robinson and other young players make th s a team to watch in the future

BOSTON CELTICS — Atlantic Division - East

The Big Three of Robert Par sh Larry Bird and Kevin McHa e may be on the way out but there are st l signs of hope in Boston Reggie Lewis has played his way into superstar status and w th Dee Brown healthy once more the Celtics have some young legs to balance the old instilling some runn ng into the Celt cs ha f-court game Ed Pinckney became a crowd favorite, ranking second on the team in rebounding, and once aga n the Celtics led the NBA in free throw percentage

CHARLOTTE HORNETS — Central Division - East

The Hornets come on strong at the end of the season under the direction of Coach Al an Bristow and the outstanding play of last year s top rookie Larry Johnson The leagues sma lest player Muggsy Bogues is always a fan favorite and talented young guard Kendall Gill continued on his path to NBA stardom With veteran Dell Curry at the point Charlotte hopes to fo ow Miami s lead of the expansion teams into the Playoffs

CHICAGO BULLS

Central Division - East

The Bulls are a force at both ends of the court excelling both offensively and defensively Chicago was second in the league in field goal percentage and ranked second in assist to turnover ratio in 1991 92 With two of the league s best all around players in Michael Jordan and Scottie Pippen Horace Grant coming into his own at power forward steady John Paxson in the back court and a bench quickly gaining experience, the Bulls are no longer a one-man team

CLEVELAND CAVALIERS

Central Division - East

After several disappointing years due to injuries the Cavs have made the move into the upper echelon of NBA teams Point guard Mark Price recovered completely from injury to regain All Star form while Brad Daugherty has taken his place among the NBAs top centers Larry Nance ranked among the league's leaders in blocked shots, and Craig Ehlo and Hot Rod Williams help round out a deep, talented team The Cavs also led the NBA in fewest turnovers and assist to turnover ratio and ranked second in free throw percentage

DALLAS MAVERICKS

Midwest Division - West

A rebuilding year for the Mavericks allowed the team to give its younger players significant playing time a trend which may continue Young players like Doug Smith Mike Luzzolino, Donald Hodge and Randy White got the minutes they need to develop The team is anchored by the veteran back court of Rolando Blackman and Derek Harper, still two of the league's top guards and the healthy return of Fat Lever would complete a strong three guard rotation Forwards Herb Williams and Rodney McCray are solid up front

DENVER NUGGETS

Midwest Division - West

With Dikembe Mutombo having a strong rookie year as a defensive force in the middle and the continued improvement of Mark Macon Reggie Williams and Greg Anderson, the Nuggets have been making great strides Williams led the team in scoring while both Mutombo and Anderson ranked in double figures in scoring and rebounding Denver ranked near the top of the league in forcing turnovers but needs to work on scoring more points in order to be competitive

DETROIT PISTONS

Central Division - East

The Pistons may be aging but the team can still get it done defensively Detroit led the NBA in fewest points allowed last season and featured the leagues top rebounder in Dennis Rodman Some roster moves shook the team up in 199 92 but with the back court of All Stars Isiah Thomas and Joe Dumars intact and a veteran core of Bill Laimbeer Orlando Woolridge Mark Aguirre, John Salley and Darrell Walker able to play the Pistons are still a team that knows how to win and should be feared

GOLDEN STATE WARRIORS

Pacific Division - West

The Warriors led the NBA in scoring last season and with the leagues highest scoring trio of Chris Mullin Tim Hardaway and Sarunas Marciulionis on the court, you usually can count on a lot of points being scored The Warriors also led the NBA in forcing turnovers and ranked second in shooting percentage Golden States problem in the past has been its lack of size although 6 9 Billy Owens, acquired for his size and versatility has helped in that area

HOUSTON ROCKETS

Midwest Division - West

The Rockets are led by Hakeem Olajuwon, one of the top three centers in the NBA. Olajuwon ranked second in the league in blocked shots and fifth in rebounding as well as leading Houston in scoring for the seventh straight season. Forward Otis Thorpe made his first All-Star appearance in 1992, averaging in double figures in both scoring and rebounding. Point guard Kenny Smith has played well since joining the Rockets, and the team has become a long range threat with three point specialist Vernon Maxwe

INDIANA PACERS

Central Division - East

The Pacers are a talented young team which has yet to reach its potential. Point guard Micheal Williams ranked second in the NBA in steals and eighth in assists, while Reggie Miller is one of the league's top shooters. Center Rik Smits at 7-4 is solid in the middle and brings in the NBA's top Sixth Man, Detlef Schrempf off the bench. Inconsistent but explosive scorer Chuck Person teams with Miller to make the Pacers one of the best three point shooting teams in the NBA.

LOS ANGELES CLIPPERS

Pacific Division - West

After many years of frustration, the Clippers finally headed to the Playoffs in 1992 under Coach Larry Brown, who joined the team after the All-Star break. With the addition of veterans Doc Rivers and James Edwards to add stability and leadership and a core of talented players like Danny Manning and Ron Harper, who have both made amazing recoveries from anterior cruciate ligament surgery, the Clippers have come together to challenge their cross town rivals for L.A. supremacy.

LOS ANGELES LAKERS

Pacific Division - West

The Lakers went through a year of turmoil and injury and now face an uncertain future. With a healthy roster, the team can still challenge the best with the likes of veteran performers James Worthy, Byron Scott, A.C. Green and talented young center Vlade Divac. And with the NBA's all time assist leader Magic Johnson running the shot, proven veteran ability may once again bring showtime and the fast break basketball that Hollywood loves back to the Great Western Forum.

MIAMI HEAT

Atlantic Division - East

The Heat became the first of the recent expansion teams to make the Playoffs in 1992 and now looks to improve upon that success. Center Rony Seikaly gives the team a strong inside game while the Heat's fast paced style takes advantage of young athletic players like talented shooter Glen Rice and versatile guard Steve Smith. With the addition of Brian Shaw for added depth in the back court, Miami seems to have made all the right moves to assure future success.

MILWAUKEE BUCKS

Central Division - East

Although the Bucks did not make the Playoffs in 1992, the team did lead the NBA in two statistical categories: three-point field goals (made, attempted and shooting percentage) and steals. With long range shooters like Dale Ellis, Alvin Robertson, Jay Humphries and Brad Lohaus, Milwaukee is always a threat from outside, while Robertson and Humphries both rack up the steals. Veteran center Moses Malone is still effective, and with a little luck the team will soon get back on track.

MINNESOTA TIMBERWOLVES — Midwest Division - West

The Timberwolves are led by explosive shooting guard Tony Campbell and point guard Pooh Richardson; both averaged more than 16 points per game last season. A trade in the middle of last season brought veteran forward Thurl Bailey into the fold, and his contributions should become more evident as he grows accustomed to the team. Guard Doug West also received significant playing time. The team has become more transition-oriented under Coach Jimmy Rodgers, but is still one of the lowest-scoring teams in the NBA.

NEW JERSEY NETS — Atlantic Division - East

The Nets came on strong in 1991-92 to make a long-awaited return to the Playoffs. 1991's top rookie, forward Derrick Coleman, sharp-shooter Drazen Petrovic and point guard Mookie Blaylock all had their best seasons and helped the team make tremendous strides. New Jersey led the NBA in both blocked shots and rebounds, thanks to role players Chris Dudley and Terry Mills and starters Sam Bowie and Chris Morris. With guard Kenny Anderson in the wings, the Nets' future is looking bright.

NEW YORK KNICKERBOCKERS — Atlantic Division - East

The Knicks assumed a new identity in 1991-92. Under first year coach Pat Riley, New York concentrated all season on defense, ranking second in the NBA in points allowed and first in defensive rebound and overall rebound efficiency. After making a statement against Chicago in the Playoffs, the Knicks, led by All-Star center Patrick Ewing and tough Charles Oakley and Xavier McDaniel in the front and a rejuvenated Mark Jackson at the point, may step into the Pistons' shoes as a strong, physical, defensive force.

ORLANDO MAGIC — Atlantic Division - East

Injuries to key personnel like Dennis Scott and Nick Anderson hurt the Magic in the 1991-92 season, but hopes are high for the future. Scott is a dangerous outside shooter, while Anderson, an athletic shooting guard, seemed to be on the verge of stardom before missing a number of games at the end of the season. Forward Terry Catledge led the team in minutes played, and 1991 Draft choices Brian Williams and Stanley Roberts should continue to improve.

PHILADELPHIA 76ERS — Atlantic Division - East

The Sixers had a disappointing season in 1991-92, despite the play of forward Charles Barkley, still one of the NBA's best forwards and the team's primary scoring threat. The Sixers' back court of Johnny Dawkins and Hersey Hawkins, when healthy, can match up with the best of them. If Philadelphia can find a center and if players like Armon Gilliam and Ron Anderson can play up to their potential, the Sixers can expect to remain competitive.

PHOENIX SUNS — Pacific Division - West

The Suns feature Kevin Johnson and Jeff Hornacek in one of the league's most talented back courts. Johnson ranked second in the league in assists in 1991-92, while Hornacek led the team in scoring. Phoenix also features a top Sixth Man in Dan Majerle coming off the bench, the only reserve to make the 1992 All-Star team and a tough defensive player. Although Tom Chambers' productivity is down, the veteran forward still has the ability to score a lot of points on any given night

PORTLAND TRAIL BLAZERS — Pacific Division - West

One of the most athletic teams in the NBA, the Trail Blazers have been one of the league's top teams the past few years. Versatile Clyde Drexler is the NBA's second best shooting guard, while back court mate Terry Porter may be one of the leagues most underrated point guards. With the athletic ability of Jerome Kersey and Cliff Robinson, the veteran leadership of Buck Williams and the ever dangerous Danny Ainge coming in to hit the three, Portland is the team to beat in the West.

SACRAMENTO KINGS — Pacific Division - West

The Kings have struggled in the past, but with the core of talented young players, Sacramento may be on the way up. Mitch Richmond left Golden State but continued his Warrior-like scoring, leading the Kings in that category. Lionel Simmons ranked second on the team in scoring and led the Kings in rebounds and steals, while Spud Webb took over competently at the point. With significant contributions from Wayman Tisdale, Anthony Bonner and Duane Causwell, Sacramento seems likely to continue to improve this season.

SAN ANTONIO SPURS — Midwest Division - West

The Spurs' success may depend on the league's top center, David Robinson. Robinson ranked in the NBA's top 10 in five categories and was the league's top defensive player last season. Injuries to Robinson and Willie Anderson took their toll, but a healthy team, strong contributions by Terry Cummings and Sean Elliot and steady play at the point by talented but inconsistent Rod Strickland should make the Spurs a top team in the west.

SEATTLE SUPERSONICS — Pacific Division - West

The SuperSonics, powerful, athletic and talented, had one of their best seasons in recent history in 1991-92. Forward Shawn Kemp can both score and rebound and is approaching superstar status. Eddie Johnson and Ricky Pierce are both proven scorers, and point guard Gary Payton has begun to live up to his advance billing. Nate McMillan, Derrick McKey and Michael Cage help make Seattle one of the league's deepest team, and the only question mark may be Benoit Benjamin at center.

UTAH JAZZ — Midwest Division - West

The duo of John Stockton and Karl Malone is one of the most feared combinations in the NBA and the heart of the Jazz. Stockton led the league in both assists and steals, while Malone ranked second in scoring behind Michael Jordan. Sharpshooter Jeff Malone scores over 20 points a game for Utah, while 7-4 center Mark Eaton fills up the middle. Since moving into the Delta Center, the Jazz have been almost unbeatable at home, losing only four games there for the best regular season record at home in 1991-92.

WASHINGTON BULLETS — Atlantic Division - East

The Bullets were decimated by injuries in the 1991-92 season, but the overachieving Washington team still played hard every night. Michael Adams ranked among the league leaders in three-pointers made and played in his first All-Star Game, while center Pervis Ellison averaged more than 20 points and 11 rebounds to win the NBA's most improved player award. Harvey Grant and Ledell Eackles also showed promise, and with the addition of Rex Chapman and the return of Bernard King and John Williams, the Bullets should show great improvement.

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return you defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return you PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Service Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the ouside packaging of the Defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

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